





PAGER Version 13

10,000

100,000

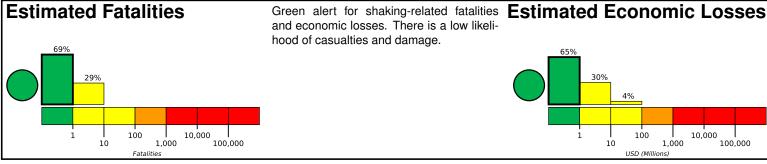
Created: 1 day, 12 hours after earthquake

1,000

M 4.4, 66km E of Cascade, Idaho

Origin Time: 2020-05-21 11:33:50 UTC (Thu 05:33:50 local) Location: 44.4282° N 115.2182° W Depth: 11.6 km

Estimated Fatalities 69% 100 10,000 1,000



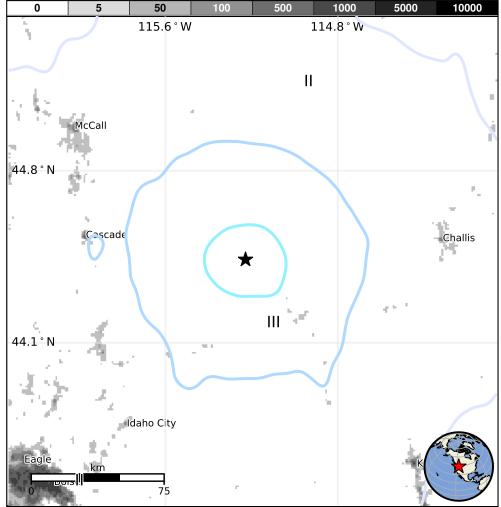
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		2k*	480k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us70009me1#pager

Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Farthquakes

ı	motorioa: =artiiqaattoo					
	Date	Dist.	Mag.	Max	Shaking	
	(UTC)	(km)		MMI(#)	Deaths	
	1984-08-22	101	5.5	V(3k)	_	
	1994-02-03	388	5.8	VIII(1k)	_	
	1983-10-28	119	6.9	VII(2k)	2	

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

l	from GeoNames.org				
	MMI	City	Population		
	Ш	Boise	146k		
	Ш	Garden City	11k		
	II	Eagle	20k		
	II	Cascade	1k		
	II	Idaho City	0		
	II	Meridian	75k		
	II	Challis	1k		
	II	McCall	3k		
	II	Sun Valley	1k		
	II	Ketchum	3k		

bold cities appear on map.

(k = x1000)

Event ID: us70009me1